Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Playtest cards - Dart747 - Pauper v3 Group 78947D (Embiggen, Glistener Elf) (9/10 League 1 sheet 1/8 - 8 cards - 2.5 x 3.5 in each

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({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Giant Growth {G}

Instant

Target creature gets +3/+3 until end of turn.

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Gilt-Leaf's Embrace {2}{G}

Enchantment -- Aura

Flash
Enchant creature
When this Aura enters, enchanted creature gains trample and indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it still dies.)
Enchanted creature gets +2/+0.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glistener Elf {G}

Creature -- Phyrexian Elf Warrior

Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)

1/1

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Glistener Elf (G)

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Groundswell (G)

Instant

Target creature gets +2/+2 until end of turn.
Landfall -- If you had a land enter the battlefield under your control this turn, that creature gets +4/+4 until end of turn instead.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ichorclaw Myr (2)

Artifact Creature -- Phyrexian Myr

Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)
Whenever this creature becomes blocked, it gets +2/+2 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

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Mutagenic Growth (GP)

Instant

({G/P} can be paid with either {G} or 2 life.)
Target creature gets +2/+2 until end of turn.

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Target creature gets +2/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overgrown Battlement (1)(G)

Creature -- Wall

Defender
{T}: Add {G} for each creature you control with defender.

0/4

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Prey Upon (G)

Sorcery

Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

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Rancor (G)

Enchantment -- Aura

Enchant creature
Enchanted creature gets +2/+0 and has trample.
When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.

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Rot Wolf {2}{G}

Creature -- Phyrexian Wolf

Infect (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)
Whenever a creature dealt damage by Rot Wolf this turn dies, you may draw a card.

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sejiri Steppe

Land

This land enters tapped.
When this land enters, target creature you control gains protection from the color of your choice until end of turn.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shield of the Oversoul {2}{G/W}

Enchantment -- Aura

Enchant creature
As long as enchanted creature is green, it gets +1/+1 and has indestructible. (Damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it still dies.)
As long as enchanted creature is white, it gets +1/+1 and has flying.

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Enchantment -- Aura

Enchant creature
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As long as enchanted creature is white, it gets +1/+1 and has flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snakeskin Veil {G}

Instant

Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

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Snakeskin Veil (G)

Instant

Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unnatural Predation (G)

Instant

Target creature gets +1/+1 and gains trample until end of turn.

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Instant

Target creature gets +1/+1 and gains trample until end of turn.

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Vines of Vastwood (G)

Instant

Kicker {G} (You may pay an additional {G} as you cast this spell.)
Target creature can't be the target of spells or abilities your opponents control this turn. If this spell was kicked, that creature gets +4/+4 until end of turn.

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